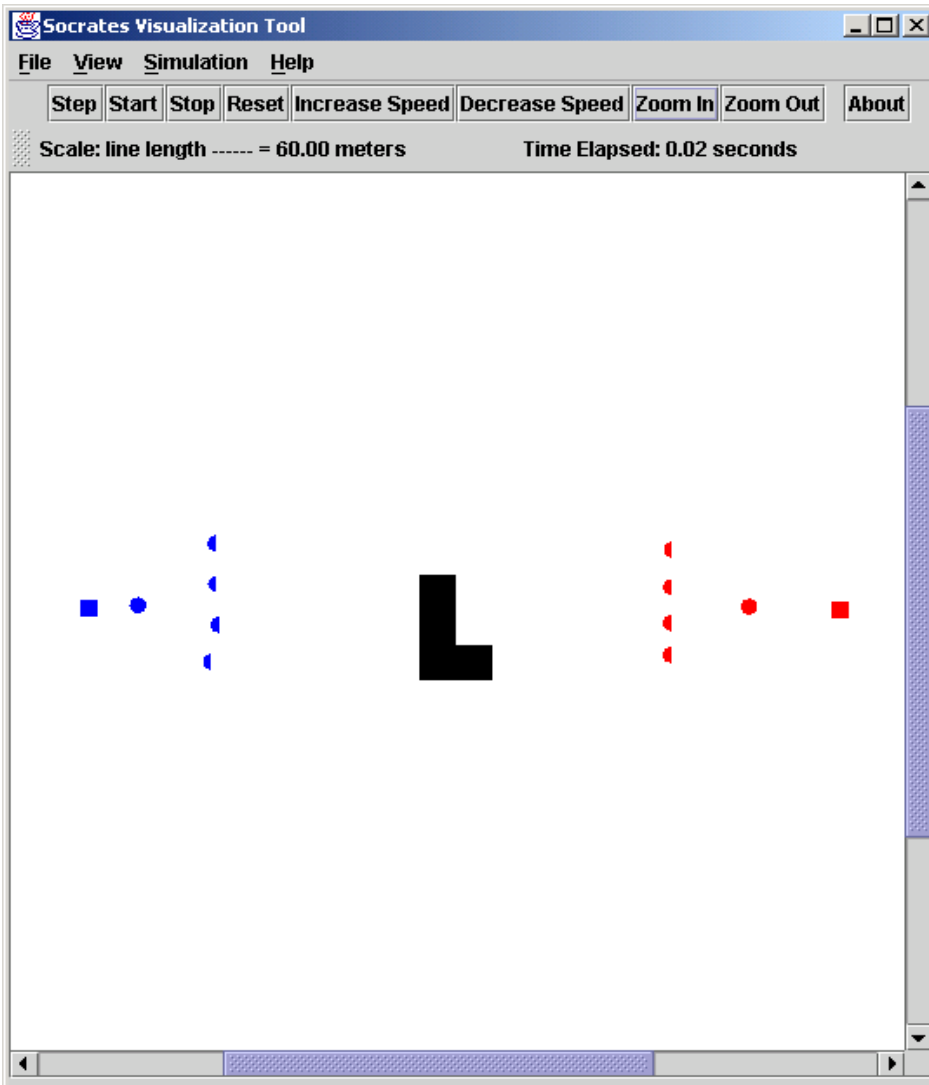


Socrates



- **Command Structure**
 - Fixed hierarchy - Commander, Leader, Grunt
- **Physical Characteristics**
 - Sensor; Weapon (lethal/non-lethal); Communications channels
- **“Personality Traits”**
 - Defined by list of decisions available to agent (based upon level in command hierarchy)
- **Multi “Sentiments”**
 - Sentiment changes dynamically throughout scenario execution through inculcation and accommodation
 - Sentiments also change based upon observing other agents’ interactions
- **Terrain**
 - Obstacles can affect weapon systems, communications systems, sensors, and movement
- **Resources**
 - User defined/named resources; specifies how resources affect any system agent possesses
 - Resupply based upon priority, allocation, time, and distance factors